

SUPERCROSS 3D



JAGUAR
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GAME MANUAL
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JAG-WARE

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Please allow permission to call from the person who pays the bill.

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Read before using your Atari video entertainment system

A very small percentage of individuals may experience unpleasant side-effects when exposed to certain light patterns. Exposure to these patterns, or flashing sounds, or a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain individuals may notice previously undetected eye light symptoms, such as persons who have the history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, or disorientation, any involuntary movements, or convulsions — IMMEDIATELY stop the use and consult your physician before resuming play.

WARNING: to owners of projection televisions

Test persons in studies have found permanent damage to the retina of the eye when playing video games. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board

for information about the ESRB rating, or to register a complaint about the age appropriateness rating, please contact the ESRB at 1-800-771-2739.

SUPERCROSS 3D

JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling the Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

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SUPERCROSS 3D

Welcome to San Jose, home of the first race on the Supercross tournament circuit. The stands are filled to the max with fans waiting for the tournament season to get under way. The riders are warming up and making last minute adjustments to their bikes for ultimate performance on this challenging track. Each rider waves enthusiastically at the crowd, sure of their skills. Each thinks it could be their year. Excitement is in the air and expectations are high. It's a new season, after all, and the slate has been wiped clean. Sure, there are some favorites, winners from previous years, but anything can happen.



SUPERCROSS 30

As the riders leave you the gate, an important man calls over the crowd. Who will pull out in front as the riders freight train into the first curve? Two bikes go down in a heap as the riders surge forward. The rest of the pack maneuvers around them and the crowd waits with bated breath. Who's going to come out in front? You are!

You take the lead coming out of the first corner and quickly get on the gas. The whoops are coming up fast and you brace your body for the punishing bumps to come. You're careful to hit the whoops straight on. The last thing you want to do is end up in front of all these people. After the whoops you gas straight for the first jump. Do you have the speed to do a triple? You did! You're comfortably out in front, so you take the time to do a mac n' cheese for the crowd in aidair.

Geez. That jump cost you some time. The rider who was yards behind you is now right on your tail. The two of you are neck and neck coming to the next jump. His jump lands him slightly ahead of you but you cut the corner tightly and once again you're leading by a wheel. The crowd is going wild. Who will claim the first win of the tournament? Only you know for sure...

GETTING STARTED

- 1) Insert your SuperCD-ROM cartridge into the cartridge slot of your Jaguar 64-bit Interactive Multimedia System.
- 2) Press the Power button.
- 3) Press the 1, 2 or 3 button to go directly to the Main menu.

MAIN MENU

When you get to the main menu, you will be able to choose the type of race you want, load a saved game, or go to the options menu.



Practice

Practice mode lets you get a feel for the different tracks without blowing your race time. A practice race is also a good place to try to better your time, work on your skills, and try some tricks.

Race

In a race, you'll compete against seven other riders on the track of your choice. Each race is composed of a qualifying round and the final race. You have the option to take a practice round before starting a race.



MAIN MENU

Tournament

When you're on the tournament circuit you'll get the chance to prove just how good you really are. You'll start in San Jose and go through all fourteen cities. Each race has a qualifying round before the final event. You'll see where you stand among the 25 riders after the final event at each track. Don't worry about starting over if you don't have time to finish the circuit. You can save your game before each new track.

Start out in front early, so you don't get tripped up in other riders' falls.

Load Game

If you have a tournament in progress, you can select Load Game on the Main menu. The tournament you were working on will then be loaded. Your game will start after the last race you completed.



MAIN MENU

Options

The Options menu allows you to choose the options you would like for the game.



Replays On/Off

Turn instant replays after a crash on or off.

Skill Level

Changes your difficulty level. Choose from Novice, Bad, Pro, Tall, or Ace.

In-Game Music On/Off

Turns in-game music on or off.

Controls

Allows you to customize the A, B and C buttons for brake, throttle, and track controls.

Assigned



Brake Button

Throttle Button

Track Button

Assigned

Exit

Takes you back to the Main menu.

SELECTING YOUR RIDER

You can choose your team, country, and rider on the Select Rider screen. Press up or down on the Joypad to move around the screen and press left or right on the Joypad to make your selection. To enter your rider name, press the A, B or C button to start and press up and down on the Joypad to find the letters you need. Press left on the Joypad to move to the next space. Press the A, B or C button when you are finished. Press the A, B or C button on Select Rider when you are ready to leave the screen.



SELECTING A TRACK

There are fourteen challenging tracks to choose from. Press left or right on the Joystick to scroll through the tracks, and press the A, B or C button to make your selection. Each track has a different layout and difficulty level. You'll see an overview of the track you selected before you start your race. The track names are listed below. Select Exit to return to the Title screen.

San Jose	Anaheim
San Diego	Dallas
Houston	Tampa
Daytona Beach	Orlando
Atlanta	Charlotte
Indianapolis	Portland
Minneapolis	Seattle



CUSTOMIZING YOUR BIKE

We can customize your bike to suit the track you will be riding on. Press up or down on the Joypad to move around the screen and press left or right on the Joypad to make your selection.

Front tire

Soft, Medium or Hard (default is Medium)

Front shocks

Soft, Medium or Hard (default is Hard)

Back shocks

Soft, Medium, or Hard (default is Hard)

Gears

Low, Intermediate or High (default is High)

Back tire

Soft, Medium or Hard (default is Medium)

Hint: If you're riding on a hard, packed dirt track you probably want harder tires and shocks. Low gear is great on a track with lots of straight, but it will take you longer to gather speed. Take a good look at the overview of your track before you customize your bike.

MEMORY SAVE

Team rider's name, score, and nationality are saved at your best time, tournament placing, and sound settings are retained in the cartridge even if you have turned on your Jaguar 64-bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear currently saved changes, press **Y**, **Z** and **Options** while on the Supercross JP title screen.

SAVING A GAME

If you are riding in a tournament, you can save your progress after the final race at each track. To save your game, select the save option on the Track Selection screen. Choose yes or no at the prompt. Your game and standing will be saved through the last track you completed.



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The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect.

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